

THE POWER TO REALIZE YOUR VISION NVIDIA® QUADRO® K4000

Supercharged NVIDIA Kepler™ Architecture Performance for Graphics-Intensive Professional Workflows

The NVIDIA® Quadro® K4000 graphics board offers ultra-fast performance and visual quality enhancing technical innovations that take a wide range of leading professional applications to the next level of performance and fluid interactivity. You get 3GB of GDDR5 GPU memory, 768 SMX CUDA™ parallel processing cores, the ability to drive up to four simultaneous displays, and full Shader Model 5 compatibility; all in a single slot form factor requiring significantly less power than competing graphics products.

Designed and built specifically for professional workstations, NVIDIA Quadro GPUs power more than 200 professional applications across a broad range of industries including manufacturing, media and entertainment, sciences, and energy. Professionals trust them to realize their most ambitious visions—whether it's product design, visualization and simulation, or spectacular visual storytelling – and get results to market faster, more profitably, and with superior visual quality.

FEATURES

- > Two DisplayPort 1.2 Connectors
- > DisplayPort with Audio
- > DVI-I Dual-Link connector
- > VGA Support¹
- > Professional 3D Support¹
- > NVIDIA 3D Vision Pro¹
- > HD SDI Capture/Output Compatible
- > NVIDIA GPUDirect Support
- > nView Desktop Management Software Compatible
- > HDCP Support
- > Mosaic Mode²



SPECIFICATIONS

GPU Memory	3GB GDDR5
Memory Interface	192-bit
Memory Bandwidth	134.0GB/s
CUDA Cores	768
System Interface	PCI Express 2.0 x16
Max Power Consumption	80W
Thermal Solution	Ultra-quiet active fansink
Form Factor	4.376" H x 9.50" L, Single Slot, Full Height
Display Connectors	DVI-I DL + 2x DP1.2
Max Simultaneous Displays	3 direct, 4 DP1.2, 2 Win XP
Max DP 1.2 Resolution	3840 x 2160 at 60Hz
Max DVI-I DL Resolution	2560 x 1600 at 60Hz
Max DVI-I SL Resolution	1920 x 1200 at 60Hz
Max VGA Resolution	2048 x 1536 at 85Hz
Graphics APIs	Shader Model 5.0, OpenGL 4.4, DirectX 11
Compute APIs	CUDA, DirectCompute, OpenCL

¹ Via supplied adapter/connector/bracket | ² Windows 7 and Linux